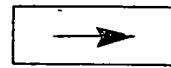


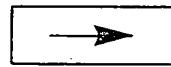
Fig. 1

GAME MENU

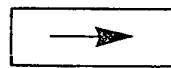
**SELECTION OF
TOURNAMENT
GAMES CURRENTLY
AVAILABLE
FOR GAME PLAY**



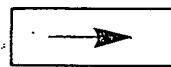
**SELECTION OF
STANDARD GAMES
CURRENTLY
AVAILABLE
FOR GAME PLAY**



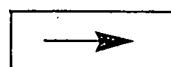
**CURRENT
TOURNAMENT
LEADERS**



**THE CURRENT
PRIZE POOL**



**TOURNAMENT
ENDING TIME/DATE**



**LIST OF WINNERS
OF COMPLETED
TOURNAMENTS**

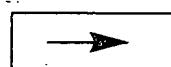


Fig. 2

TOURNAMENT SOLITAIRE

TOURNAMENT ENTRY CONSISTS OF
3 ROUNDS TOTAL SCORE

PLAY AS OFTEN AS YOU LIKE
EACH ENTRY INCREASES
THE PRIZE POOL

BEAT THE HIGH SCORES
TO QUALIFY FOR PRIZES

TOURNAMENT ENDS Fri. Jun 02
 11:00

MALFUNCTION VOIDS TOURNAMENT ENTRY



FIG. 3

GAME NAME

TOURNAMENT LEADERS

JOHN Q. PUBLIC
JILL S. FARMER
ROCKY BALBOA

468359
397001
383991

401663

YOUR SCORE

TOUCH HERE TO ENTER
YOUR NAME ON LEADER'S LIST



Fig. 4

GAME NAME

?

?

?

1	2	3
4	5	6
7	8	9
0		CANCEL

CHOOSE &
ENTER
YOUR P.I.N.
REMEMBER YOUR
PIN TO CLAIM

FIG. 5

WINNERS LIST

GAME NAME

Player Name

NAME 1

NAME 2

NAME 3

NAME 4

NAME 5

NAME 6

NAME 7

NAME 8

NAME 9

Prize

PRIZE 1

PRIZE 2

PRIZE 3

PRIZE 4

PRIZE 5

PRIZE 6

PRIZE 7

PRIZE 8

PRIZE 9

TOUCH YOUR NAME
TO VERIFY PRIZE



FIG. 6

GAME NAME

Player Name
??????????

Prize
123456

CALL ATTENDANT
TO COLLECT PRIZE

PIN NUMBER REQUIRED

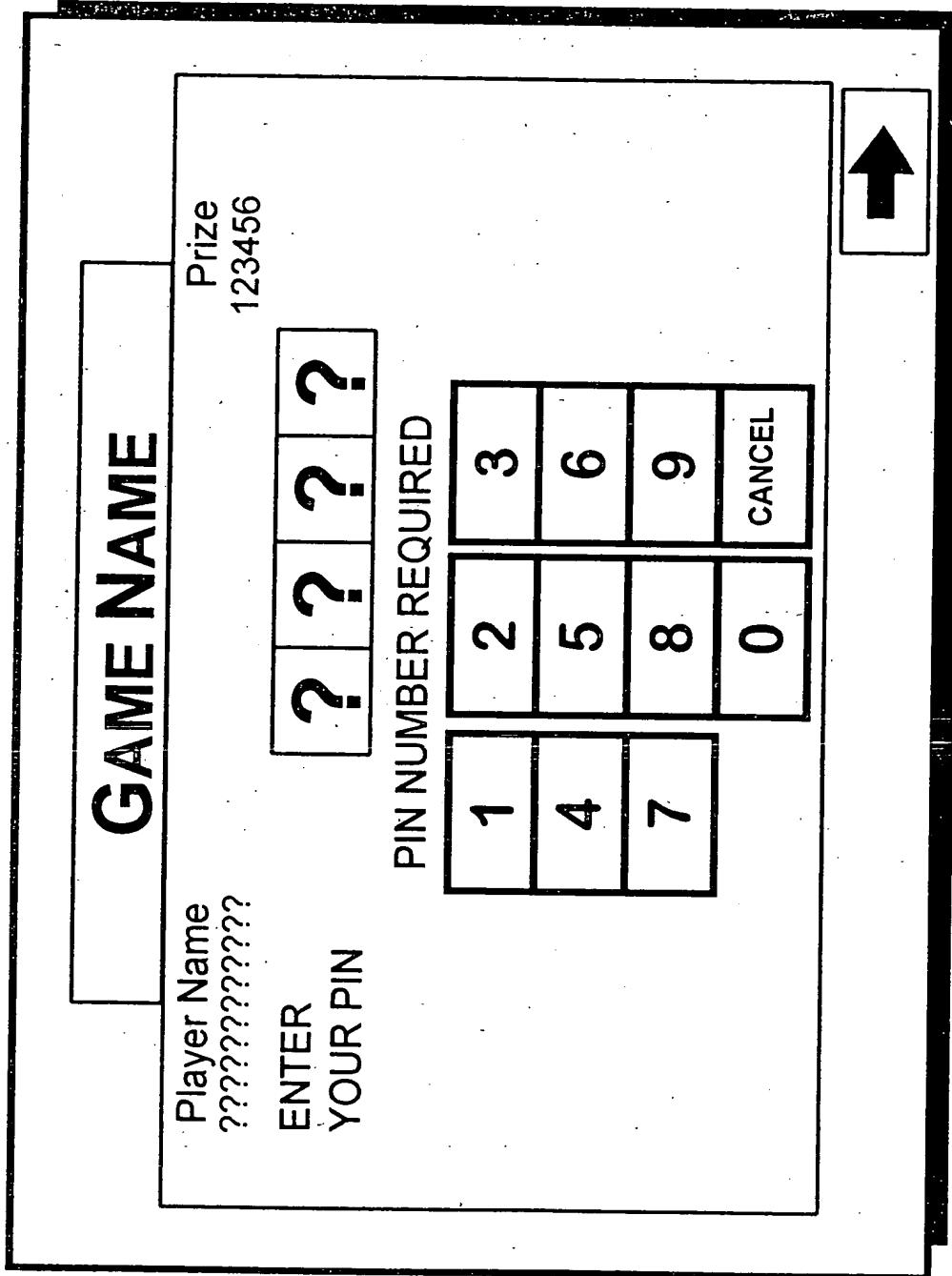
1	2	3
4	5	6
7	8	9
0		CANCEL

ATTENDANT
CONFIRM



FIG. 7

FIG. 8



INITIAL SETUP

TOURNAM'T
SETUP

SET
TIME

END
TOURNAM'T

CLEAR
PRIZES

COIN-IN
MENU

TEST
SCREEN

DISPLAY
BOOKS

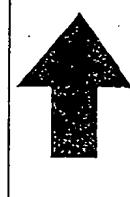
GAME
MENU

CLEAR
HI-SCORES

FREE
CREDIT

3

CLEAR
CREDIT



9255-50-XX 5/30/1996 17:00:00

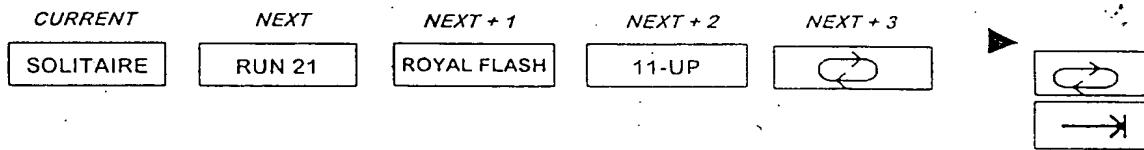
Fig. 9

CURRENT	NEXT	NEXT + 1	NEXT + 2	NEXT + 3	REPEAT																											
<input type="button" value="SOL."/> <input type="button" value="RUN 21"/>	<input type="button" value="RYL FL"/>	<input type="button" value="TRITWRS"/>	<input type="button" value="11-UP"/>	<input type="button" value="NEXT + 3"/>	<input type="button" value="END"/>																											
<table border="1"> <tr> <td>SOLITAIRE</td> <td>3 RNDS</td> <td>8 cr</td> <td colspan="3">TOURNAMENT STARTS:</td> </tr> <tr> <td>RUN 21</td> <td>5 RNDS</td> <td>8 cr</td> <td>MONTH</td> <td>DAY</td> <td>YEAR</td> </tr> <tr> <td>ROYAL FLASH</td> <td>4 RNDS</td> <td>8 cr</td> <td><input <="" button"="" input="" type="button" value="95 THU"/></td> </tr> <tr> <td>TRI-TOWERS</td> <td>4 RNDS</td> <td>8 cr</td> <td>HOUR</td> <td>MINUTE</td> <td><input type="button" value="TIME"/></td> </tr> <tr> <td>11-UP</td> <td>4 RNDS</td> <td>8 cr</td> <td><input button"="" type="button" value=""/>:</td> <td><input type="button" value="30 (PM)"/></td> </tr> </table>						SOLITAIRE	3 RNDS	8 cr	TOURNAMENT STARTS:			RUN 21	5 RNDS	8 cr	MONTH	DAY	YEAR	ROYAL FLASH	4 RNDS	8 cr	<input <="" button"="" input="" type="button" value="95 THU"/>	TRI-TOWERS	4 RNDS	8 cr	HOUR	MINUTE	<input type="button" value="TIME"/>	11-UP	4 RNDS	8 cr	<input button"="" type="button" value=""/> :	<input type="button" value="30 (PM)"/>
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11-UP	4 RNDS	8 cr	<input button"="" type="button" value=""/> :	<input type="button" value="30 (PM)"/>																												
<table border="1"> <tr> <td>STATUS</td> <td>TOURNAMENT DURATION</td> <td>PRIZE MODE</td> <td>START AT</td> </tr> <tr> <td><input checked="" type="checkbox"/> DELAYED</td> <td><input type="button" value="1 DAY"/></td> <td><input type="button" value="CASH"/></td> <td><input 2"="" type="button" value="-0-</input></td> </tr> <tr> <td colspan="/>SET ATTENDANT</td> <td colspan="2">PRIZE POOL</td> </tr> <tr> <td colspan="2"><input type="button" value="P.I.N."/></td> <td colspan="2"><input type="button" value="50%"/></td> </tr> </table>						STATUS	TOURNAMENT DURATION	PRIZE MODE	START AT	<input checked="" type="checkbox"/> DELAYED	<input type="button" value="1 DAY"/>	<input type="button" value="CASH"/>	<input 2"="" type="button" value="-0-</input></td> </tr> <tr> <td colspan="/> SET ATTENDANT	PRIZE POOL		<input type="button" value="P.I.N."/>		<input type="button" value="50%"/>														
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<table border="1"> <tr> <td>SET OPERATOR</td> <td>CREDIT FIELDS</td> </tr> <tr> <td colspan="2"><input type="button" value="EXIT"/></td> </tr> </table>						SET OPERATOR	CREDIT FIELDS	<input type="button" value="EXIT"/>																								
SET OPERATOR	CREDIT FIELDS																															
<input type="button" value="EXIT"/>																																

Fig. 10

Fig. 11(a)

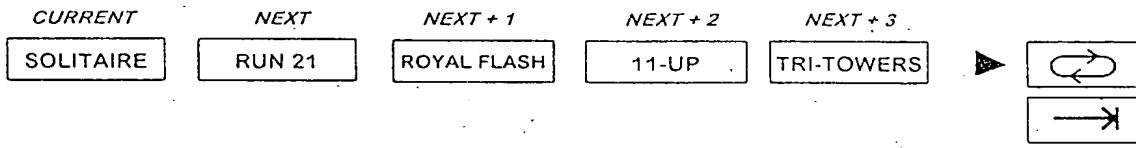
Example 1: REPEAT MODE



This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, SOLITAIRE, RUN 21, ETC.

Fig. 11(b)

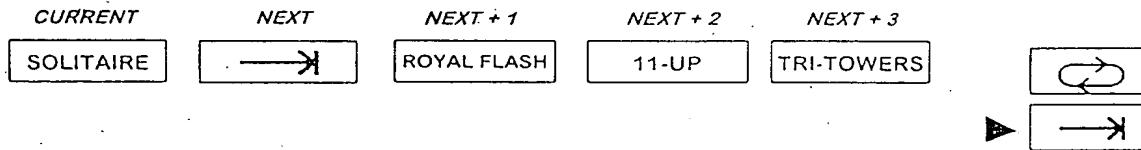
Example 2: REPEAT MODE



This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, TRI-TOWERS, SOLITAIRE, ETC.

Fig. 11(c)

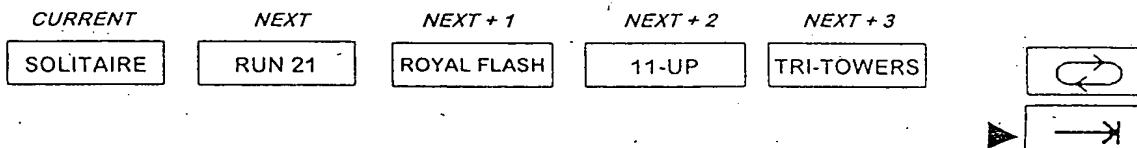
Example 3: END MODE



This sequence will run SOLITAIRE and then END.

Fig. 11(d)

Example 4: END MODE



This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, TRI-TOWERS and then END.

Fig. 12

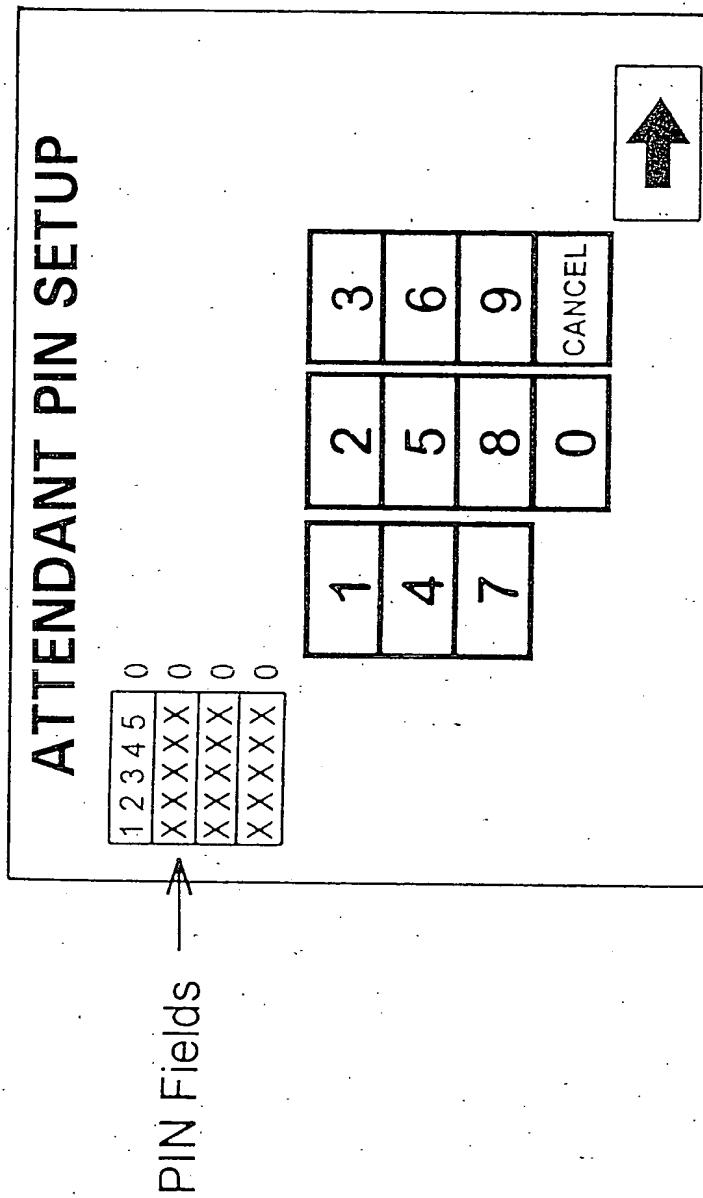
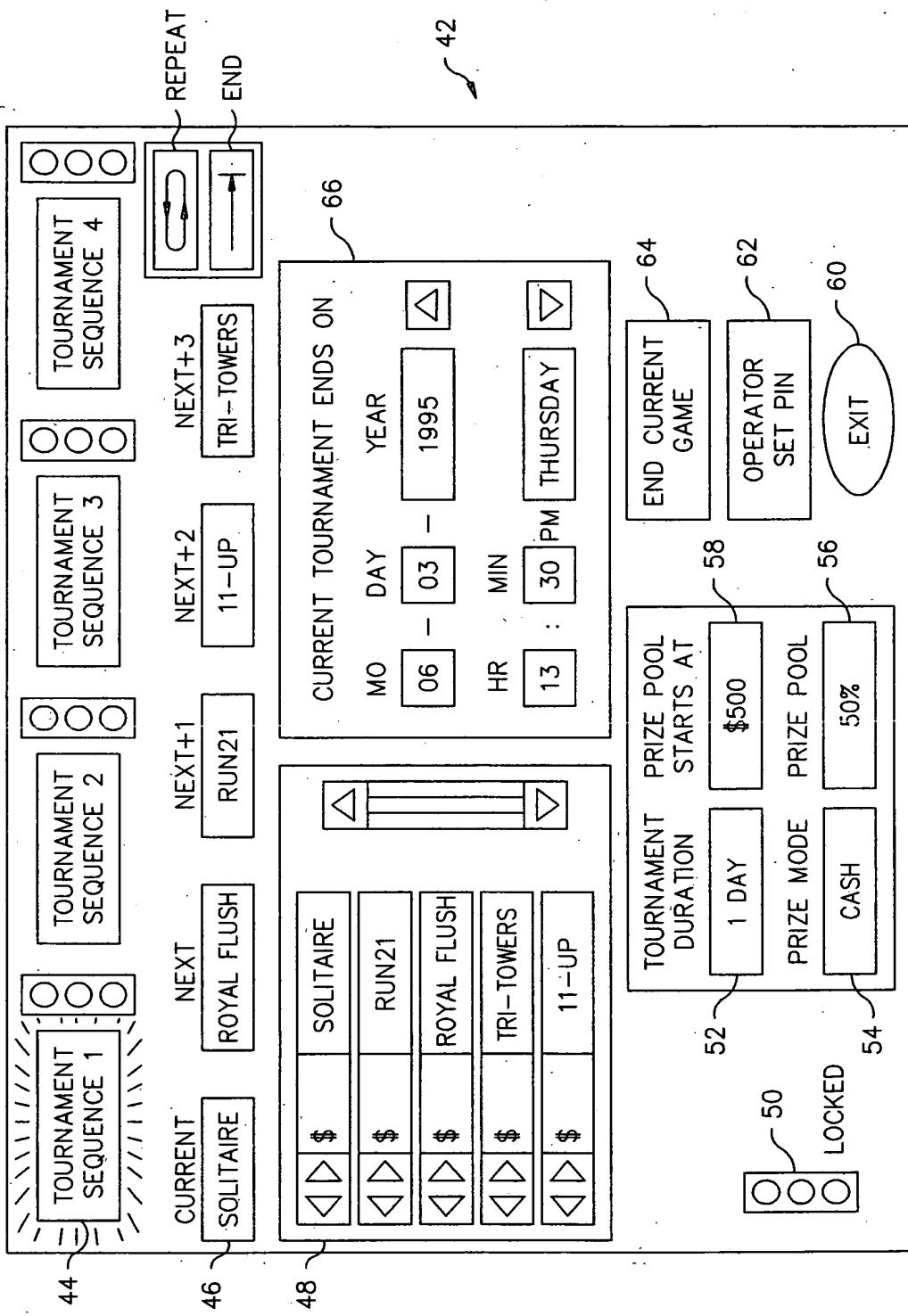


Fig. 13



WINNERS LIST

SOLITAIRE		
<u>PLAYER NAME</u>	<u>PRIZE</u>	<u>CLAIMED?</u>
NAME 1	PRIZE 1	✓
NAME 2	PRIZE 2	
:	:	
NAME n	PRIZE n	

RUN 21		
<u>PLAYER NAME</u>	<u>PRIZE</u>	<u>CLAIMED?</u>
NAME 1	PRIZE 1	
NAME 2	PRIZE 2	✓
:	:	
NAME n	PRIZE n	

ROYAL FLUSH		
<u>PLAYER NAME</u>	<u>PRIZE</u>	<u>CLAIMED?</u>
NAME 1	PRIZE 1	✓
NAME 2	PRIZE 2	
:	:	
NAME n	PRIZE n	

TRI-TOWERS		
<u>PLAYER NAME</u>	<u>PRIZE</u>	<u>CLAIMED?</u>
NAME 1	PRIZE 1	✓
NAME 2	PRIZE 2	
:	:	
NAME n	PRIZE n	

Fig. 14